

1 Claims:

2 1. An educational basketball game, comprising:

3 (a) a support base;

4 (b) a pole having an upper end and a lower end, said the lower end of said pole
5 being mounted in said support base and extending upwardly from said support
6 base;

7 (c) a backboard mounted on said upper end of said pole;

8 (d) a hoop mounted on said backboard and oriented to receive a thrown ball;

9 (e) a first score indicating device comprising numerical indicating devices;

10 (f) a second score indicating device comprising a plurality of achievement level
11 indicating devices having generally known quality attributes;

12 (g) a goal detecting device for detecting when a player has scored a goal; and

13 (i) electronic logic circuitry responsive to said goal detecting device to display a
14 numeric score on said first score indicating device and to display and achievement
15 level on said second score indicating device.

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17 2. An educational device as in claim 1, wherein said pole is variable in height.

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19 3. An educational device as in claim 1, wherein said numerical indicating devices
20 are alphanumeric displays.

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22 4. An educational device as in claim 1, wherein said generally known quality
23 attributes are team names and/or team logos.

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25 5. An educational device as in claim 1, further comprising a shot detector,
26 comprising a switch sensitive to vibration of a part of the educational device to
27 determine that a shot has been taken.

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1 6. An educational basketball game as in claim 1, further comprising flashing lights
2 actuated by said electronic logic circuitry in response to the detection of a goal by
3 said goal detecting device.

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5 7. An educational basketball game device as in claim 1, further comprising speakers
6 coupled to said electronic logic circuitry, said speakers playing cheers, and
7 motivational recordings in response to do the output of said the goal detecting
8 device; speakers housed in said support base.

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10 8. An educational basketball game as in claim 1, wherein said motivational
11 recordings vary in response to player successes and failures.

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13 9. An educational basketball game as in claim 1, further comprising a plurality of
14 lights adjacent said basketball hoop, said that lights being actuated by said electronic
15 logic circuitry in response to a player achieving a goal.

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17 10. An educational basketball game as in claim 1, further comprising a speaker for
18 playing recordings, said recordings being stored in said electronic logic circuitry and
19 an extendable measuring member, and an extendable measuring member position
20 detector, said extendable measuring positioned detector coupled to said electronic
21 logic circuitry, and said electronic logic circuitry generating motivational recordings
22 in response to the output of said extendable measuring member position detector.

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24 11. An educational basketball game as in claim 10, further comprising a plurality of
25 lights adjacent said basketball hoop, said lights being actuated by said electronic
26 logic circuitry in response to a player achieving a goal, said lights being arranged to
27 be actuated by said electronic logic circuitry to make various patterns.

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1 12. An educational basketball game as in claim 10, further comprising a visual
2 display behind said backboard, said visual display being actuated by said electronic
3 logic circuitry in response to a player achieving a goal, said visual display being
4 activated by said electronic logic circuitry to display a cheering crowd of fans.

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6 13. An educational basketball game as in claim 1, further comprising a speaker for
7 playing recordings, said recordings being stored in said electronic logic circuitry and
8 an extendable measuring member, and an extendable measuring member position
9 detector, said extendable measuring positioned detector coupled to said electronic
10 logic circuitry, and said electronic logic circuitry generating motivational recordings
11 in response to the output of said extendable measuring member position detector,
12 and wherein said motivational recordings are sequenced and selected in order to
13 build the level of pressure to succeed.

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15 14. An educational basketball game as in claim 13, where in, upon the detection that
16 a goal has been missed, a motivational recording specifically designed for
17 encouraging a player who was missed the shot is played.

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19 15. An educational basketball game as in claim 13, where in said motivational
20 recording varies in response to the detection of many missed shots in order to
21 restore player enthusiasm.

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